Qld's Leading Computer User Group Newsletter

CURSOR

COMMODORE-Amiga
COMPUTER
USERS
GROUP
QLD Inc.

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Next Meeting - Tuesday 7th June
St. Laurence's College Auditorium - South Brisbane
Libraries & Sales 7pm
Meeting & Demonstration 8pm
Visitors Welcome

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MAIN MEETING

The next meeting will be held on TuesdayTeusday 7th June at 7pm
St. Laurence's College
82 Stephens Road
South Brisbane

WORKSHOP MEETING

The next workshop meeting will be held on12th June (12 - 4pm)
Ithaca R.S.L. Hall
Cnr Nash & Elizabeth Streets
ROSALIE

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Presidents Patch

For most of you, the Amiga you own now may well be the last Amiga you will own. It is unlikely that the Amiga line will be developed further now that Commodore Electronics Ltd. has gone into voluntary liquidation; the first phase, in the company's words, of an orderly voluntary liquidation of both companies.

As spelled out in detail elsewhere in this CURSOR, on the afternoon of Friday 29 April the parent company, Commodore International Ltd., gave up the fight to remain in business. This was not completely a surprise to us. It was only one month previously that the company was suspended from the New York Stock Exchange after which Commodore said that it "continued to suffer from inadequate liquidity and that there was no assurance that the company could attract additional financial resources and complete a successful restructuring. Without additional help they could be thrown into a reorganisation or liquidation proceedings". And liquidation was the result.

There has been a lot of speculation about a possible rescue of the Amiga. Some of this is reproduced elsewhere in this CURSOR. However this is by no means assured. It is a fact that the rights to the Amiga will be owned by someone else after the liquidator sells the assets of Commodore. However that owner may not be interested in travelling the same road as Commodore. To attempt to properly market the Amiga, and to continue its development, would cost many millions and the new owner may decide that there are less risky things to do with their money.

One distant possibility is that the chipset will be licensed to other users, such as Newtek who could then continue to produce a Video Toaster. The CD32 may be sold to a company who could continue its manufacture and distribute it. However these results are not very important to most of us who wanted to see the Amiga develop further as a graphics-oriented computer with an excellent multi-tasking operating system at a reasonable price for home and professional use.

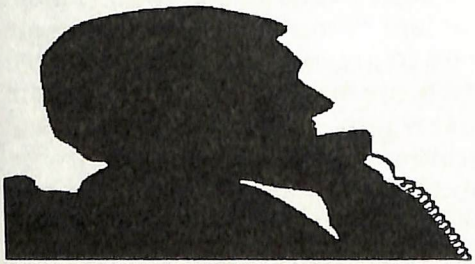
For now, the important thing is that the Amiga computer you own will continue to work just as well as it has done for a while yet. As long as it does not require a replacement custom chip, which could become hard to get, and you are not tempted by more modern offerings from elsewhere, you can continue as at present. Certainly, many software and hardware companies have said that they will continue with

planned releases for the Amiga. However the next developments are as likely to see the light of day as is a version of Scala for the C64.

The CCUG will continue as long as anyone wants to come to meetings and to help run the club. If the Amiga is not marketed by anyone else, then the club will obviously decline and could go the way of the C64/128 SIG group. Our members are, in majority, those who are interested in the latest developments. Consider that the AGA machines were generally available just over one year ago (early 1993) and yet most of the machines that are used at our workshop are now A1200s and A4000s. In one to three years, if nothing else with the word Amiga on it appears, these people will have moved elsewhere.

I hope that my pessimism shown above has been a mistake. Maybe the HP-Amiga or Sony-Amiga will appear. Even the Jim Drew Amiga or Newtek/Scala Amiga. But does it also mean that, whatever happens, we will have to change the name of the club again?

Best of Luck for your Future in Home Computing *Phil Guerney*



WANT TO HELP?

Computer enthusiasts with skills and spare time are able to become part of a possible Resource Centre based at Ferny Grove initially and subse quently at Arana Hills.

Those with specialist skills in graphics, audio, desk top publishing, bulle tin board services as well as those with cross platform and software knowlledge are needed to work towards specific goals in the fields of business application, communications, adult education, interactive learn ing, and multiple delivery training. Future commercial production and sales are envisaged.

A registered charitable orgasnisation called Care Services Inc. is com mitted to employment and business creation as part of its community de velopment work with the unemployed. These fields are particularly rel evant to those young and mature aged unemployed persons as well as those wishing to re-enter the paid workforce after a considerable break from it. The concept is part of its Worklink Enterprises scheme. Care Services has a twenty year track record in its local region for 'hands-on' training in real work within the direct childrens and youth ser vices area. Over the last ten years a similar style of training has been trialled with considerable success among adults. Positive working rela tionships have been established with a number of State

and Common wealth government departments and these continue in the management of current projects.

The Resource Centre being considered will need to be in association with other tentative business and community development projects such as workshops, conference centre, shared workspace and office facilities, a co-operative garage, clothing and games equipment manufacture and marketing, recreation facilities, a regional newspaper and a Local Em ployment Trading Scheme (L.E.T.S.).

Interested persons or groups are urged to contact the Programmes Co-ordinator, Bob O'Neill, on (07) 351 5566 to register names and telephone numbers for a live group briefing.

ED: as I am involved with this organisation you can also contact me 3002161 plus see my editorial.

The Complete Associated Press Announcement on which all the newspaper reports were based.

WEST CHESTER, Pa. (AP) -- Commodore International Ltd., a pioneer in the personal computer industry, said late Friday it is going out of business.

The company plans to transfer its assets to unidentified trustees "for the benefit of its creditors" and has placed its major subsidiary, Commodore

Electronics Ltd., into voluntary liquidation. "This is the initial phase of an orderly voluntary liquidation of both companies."

The company last month reported an $8.2 million loss for the quarter ending Dec. 31 on sales of $70.1 million. A year earlier, Commodore lost $77.2 million on sales of $237.7 million in the same period. In the latest report, Commodore said financial limits had thwarted its ability to supply products, leading to weakened sales. One of its new products, the Amiga CD32 video game, had sold poorly in Europe, where the company did most of its business.

The company's net worth turned negative in the fiscal year ended last June 30.Its stock, which had traded at around $3 per share before the quarterly resultswere announced last month, closed unchanged at 87 1/2 cents per share on theNew York Stock Exchange Friday.

"This is a company that briefly captured the attention of the American marketand didn't go where the market was going," said David Coursey, editor of thenewsletter P.C. Letter in San Mateo, Calif. "They just never managed tochange with the marketplace." While grabbing some market share and attention in the late 1970s, Commodore's products

were something between PCs and gamemachines "and never quite became either," Coursey said

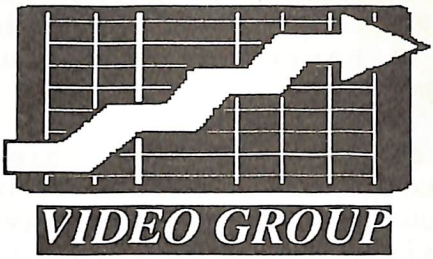
Commodore started 40 years ago as a typewriter repair company in the Bronx.Its extension to the adding machine business paved the way for it to makecalculators and then personal computers by the mid-1970s. Commodore competed with Radio Shack for the first computers sold to homes and co-founder Jack Tramiel became a highly-regarded figure in the fledgling PC industry.

By the early 1980s, it was overshadowed in the PC business by Apple ComputerInc. and IBM. Software manufacturers didn't create as much software for Commodore's Amiga line as it did for Apple and IBM-compatible machines.In recent years, most of Commodore's business was in Europe.

NewTek Inc. of Topeka, Kan., created a product called Video Toaster thatconverted Commodore's Amiga to a video-editing system. The $2,500 product was popular with small advertising agencies and home hobbyists.The company's phones were busy Friday night.

And one quick response.

"popular with small advertising agencies and home hobbyists" like ... Spielberg, Warner Brothers,....(Jim Saklad)

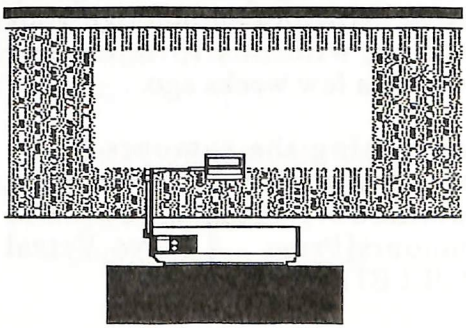


Hello again from the Video Graphics Group. This Month see's the formulation of a number of projects which should see the group, as well as the rest of the club, be uplifted. We have begun the process to exhibit the skills of the group to the general public and at the sametimepromote membership for the club. We have arranged for two expo's at this stage. The first is to held at the Pet and Hobby Expo on the 4th and 5th of June at the R.N.A. The second will also be held at the R.N.A. On the 28th to the 30th of September for the Computer Expo. Both of these venues offer an excellent opportunity to show of the Amiga and it's software as well as some of the excellent talent which abounds this group. It is quite obvious to keep soft ware producers interested in de signing programs for the Amiga ,with all its problems, there MUST be more people interested in the format. With the ever increasing development of home video there is a waiting audience to be mesmerized by the Amiga and what it can do. The more I learn about my machine the more I am amazed that Commodore are not outselling I.B.M.
These demonstrations should give

the club some new faces and hopefully a step (be it small) towards gaining some lost ground. Anyone wishing to support our demo's would be greatly appreciate, and can contact myself or any of the V.V.G. members. On the program front Blue Ribbon Soundworks have just released Bars and Pipes 2.5. This program is right on time for our area of interest as we can now produce perfect timing of video and animations with SMPTE and midi controls. We should be able to give you a quick rundown of this program next time. As part of the greater awareness of videographics we will be giving a rundown of various hardware and software that is available. This, hopefully, will enable more of us to experiment with this very interesting area.

THE OPALVISION BOARD As the saying goes "if you havn't tried it yet, you don't know want your missing " . That pretty we spells out the Opal Vision Board. It is a 24 bit Video board including an excellent paint program. It is the paint program that we will be endeavoring to ex plain. Opal carries out most functions that other paint programs do but carry out a lot more as well as many other features. Some of the less known can be found in the MODE draw. After pressing MODE the standard Drawing Modes and Effects Title comes up. You will notice that there are four buttons to the right. By pressing the right hand mouse button you will expose a file menu. Click on the file marked Chroma CTRL, and then on the option button which appears on the left. On your screen now is some of the most impressive tools of Opal. By adjustments you may control the complete color map. You may choose between red, green or blue or by clicking on the right standard button, you can bring up a host of prearranged colour maps. By moving the morph slide you can obtain fantastic results. Other adjustments are Shear which control the slope, Offset which moves it up and down and Gain. You can even do a posterised picture.

Another file on the list is the Balance which is very useful if you ever have pictures that need enhancing. This is just a small taste of what is on offering from this board. When the much awaited Video Processor Board and Roaster Chip become available we will have one of the most powerful video tools in its price range. Stay tuned for more insights as we examine other products from the video graphics arena.



Rumours Are Cool

5, 4, 3, 2, 1, rumours are go!
Yes its that time again, time to pull out all stops to make the best rumours that money can buy! What can we think of today then, maybe Commodore have made a secret treaty with aliens to supply to propel their space craft? Or maybe Commodore are using they're secret new real-time-rendering chipset in ovens to make Virtual Roast? Who knows.

As a few of you might know, I spend a bit of my time on BBS's 8-), and in doing so I read a lot of things. For instance, did you know that Commodore UK are now out of business and the CD32 has been sold to Sinclair Computers? Of course you did! Now lets get on with what, for the moment, we will call a *rumour*. Commodore US is dead, Commodore International is dead, Commodore Australia is dead (like, really!?!).

OK now for Commodore US, I have not heard one (1) rumour of the sort, seems a mix up somewhere between Commie International, those are the guys that are going down. Now, let me indulge your intellect with this little textie I received a few weeks ago...

Concerning the rumours being spread Got this Straight from Commodore themselves CBM Rumours[From] Steve Vetzal [BULLETIN 20 OF 20]

To] All
[Date] Tue 12 Apr 94 15:08
[Subject] CBM

There have been a number of rumours floating around about Commodore over the past couple weeks. It's kind of a shame that such a wonderful information source (the Internet) can breed such nonsense. Commodore is not Chapter 11. We did not just release the Amiga 5000. Our stock is not currently halted. Last I heard it was over $1.00.

It is business as usual for Commodore Canada. Right here, right now we've got a machine which is technically superior to any other computer in it's price range. We have stock on A1200s and A4000s and CD32s, and they are selling relatively well. I guess some people feel threatened by our technology, and that should inspire a little confidence in all Amiga owners. Our platform is formidable.

So, be objective with what you read. Don't believe anything unless it's an official statement, and if it looks official, send it to me for verification.

Sincerely,

Steve Vetzal
Amiga Project Manager
*----

Well, that about sums it up doesn't it??? But then again, who are you to trust

Commodore???? Commodore, the fiends that destroyed our beloved Amiga, Commodore who turned their back on the professional graphics market, Commodore who are guilty of all the bad things in the world! I'm getting a bit over the top there. All I can say is, don't believe it until its verified!! In fact, the first time I heard about C= Americas downfall was in this months CURSOR, and we all know that a very unreliable source! ;-) OK, what else is on this maniacs agenda???

Well, another textie flew through my hands yesterday which stated that at a meeting of ABUG (a Canadian Amiga group) a reppie from Commie came to preach to them and gave a rather, how should we say, typical Commodore like statement.

*** Apparently *** a new breed of 1200s are soon to be filtered through C=s warehouses (A1200+?) which include:

3.1 Kickstart
3.1 Workbench (No!)
AA+ Chipset (Not a faster blitter, rather a smaller 2 chip chipset, cheaper)
High Density drive (I can nearly swear by this as it was reported in CU Amiga) and, wait for it!
68EC030 processor!
HA HA HA HA HA HA! Again, I cannot say that this source is totally reliable (heck, never heard of ABUG before anyway!) however, I go for that High Density drive, and that new AA chipset has been rumour city over the past few months. As for the 030, well, I do remember reading somewhere that C= DID say that this year, the low end Amigas will be upgraded to an 030 machine this year (not publicly, under their developer *Secrecy* thingie). Joyous relief perhaps??? This is what the software developers wanted. I would not be surprised if the CD32's "Technological Break through" Akiko chip is included with this machine, for a cheaper CD-ROM, and some nice texture-mapping (Doom 1200+ perhaps???). I would also believe that with such a machine, a new port would be made to support the CD-ROM without going through the trapdoor. Pure speculation, of course. OK, end of rumour 1.

Rumour 2. CD32 (also probably being mass produced with AA+) is to be beefed up to 32K Flash RAM! Great, here I am with my 1K CD32 that will probably never be able to upgrade by expansion! Thanks Commodore! That's the last time I buy one of your Entertainment Machines! I suppose its good for the developers though.

So there we have it, my favourite rumours for the month. Maybe next month I will return, but then again, maybe not! HA HA HA HA HA! Oh, dear.

Written by the moronic andentirely stupid
John Crnjanin...
Gimmie a AAA anyday!

WHEN THE CHIPS ARE DOWN IT'S TIME TO SEE

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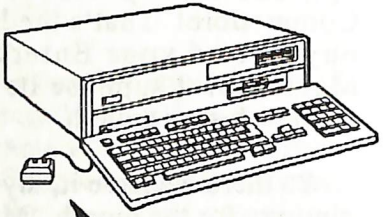

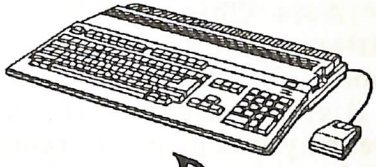

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INTERFACE ADDICTION AND THE AMIGA.

"DVORAK PREDICTS"

reviewed by Neville Duguid.

"In many ways, the Amiga was the greatest personal computer ever designed," writes John C Dvorak in his latest book, "Dvorak Predicts" (McGraw-Hill, 1994).

It is hard to know if this assessment was inspired by current models however, as further down the page he ridicules the "exhausted concept of the home computer," and elsewhere refers to "the crackpot Amiga users who thought that all mankind was crazy because the whole world wasn't using the Amiga."

John C Dvorak's shotgun approach to predicting the future yields sometimes contradictory results. But the mixture of knowledge, prejudice and opinion leading to his predictions, makes a highly readable and thought provoking book.

A contributor to PC Magazine, MacWorld and similar magazines whose sheer bulk make them impossible for ordinary readers to assimilate, Dvorak here provides remedial reading in the form of a book.

In one of his many attempts to point the bone at bad guy Bill Gates (Microsoft's Chairman), Dvorak comes up with some statistics designed to show how Microsoft's press coverage is grossly out of proportion to its current contribution to the computer industry.

Curious to see if Dvorak could pass his own test, I kept tally of the number of Commodore specific references in the 171 page text. All up, Dvorak mentions "Commodore", "Amiga", or "CDTV" a total of nine times. (There was nothing on CD32 although the Video Toaster rated a mention). I compared this to Commodore's five million Amigas taken as a fraction of the total 100 million "installed base" quoted in the book.

I am pleased to report that Dvorak passed the test, and, guru credentials intact, was immediately accorded honorary Amiga User status.

The main preoccupation of the book is the ongoing struggle to decide who will own/sell/control the Operating System (OS) of the future. The issue is complicated by the changing relationship between

the OS and the Graphic User Interface (GUI), as mainstream microcomputers continue catching up to the Macintosh and Amiga.

MicroSoft (MS) Corporation already owns/sells/controls MS-DOS, the relic OS from the past. They also have Windows 3.1, the GUI of today. We have all been led to believe that Windows NT is Microsoft's bid to consolidate its position by embodying both the GUI and Operating System of the future.

Not so, claims Dvorak. Windows NT is nothing more than a bogeyman invented by Bill Gates to keep rival Operating System developers united against him -- united in their fear of ending up like Commodore if they develop their own "non-standard" GUIs. As they anxiously queue up for their Microsoft licences, they merely ensure Windows migrates to all the new platforms they are counting on to break MS-DOS's stranglehold on their industry. As the converging desktop and workstation technologies give rise to a new generation of proprietary operating systems (like the Amiga's) Microsoft will merely have shifted its grip from OS to GUI.

The historical origins of this current preoccupation with GUIs is best told in Dvorak's own words:

"The incredible cultlike fanaticism surrounding both the Mac and the Amiga over the years should have tipped us off to the mental health danger of (GUI) interfaces. Once habituated, the user becomes irrational if forced to consider withdrawal. Like a pathetic drunk, the users of these machines want everyone else to use them too. Anyone who doesn't is considered a fool."

"(The Amiga's) adherents are still baffled by its relative lack of acceptance." "As all these operating systems adopt each other's features, what difference does it make which one you choose?

"Furthermore, once finally persuaded to adopt a GUI like the Mac or Amiga's, "why do users of these operating systems fight so vehemently over which is best?"

Acquired Pattern Addiction, or, more specifically, "Interface Addiction," is Dvorak's answer.

He quotes the Random House Dictionary: "addiction. a dependence on or commitment to a habit, practice, or habit-forming substance to the extent that its cessation causes trauma."

"This simple theory of Interface Addiction explains why Macintosh users have been fanatics about their computer all along. Seventy-five percent of all Macs sold today are sold to previous owners." (I do not have any figures, but suspect an even higher percentage of Amiga sales would be to existing Amiga owners.)

Before the advent of the GUI's, Dvorak remembers, users would often have their favourite

applications. Word Perfect users would make a scene if forced to use WordStar, declaring how much they hated it etc. But because the GUI presents a uniform user interface across all applications, the addiction is to the GUI rather than any particular program running under it. The more applications it supports, the more it empowers the user, and the more addictive it becomes.

"Now we're starting to see the same zeal with Windows and OS/2 users," he observes, bringing us back to the present.

A little background for non DOS users: Windows 3.1 itself runs under (or should that be over) MS-DOS, and is really just a DOS Shell. Most "Applications" (user programs) that run under DOS can also be started from Windows, just as most programs started from Workbench can also be started from the Amiga's Shell. Microsoft supplies MS-DOS, Windows, and many Applications, which are often bundled together at attractive discounts. Once a Windows Application is installed however, Windows itself must be present in order to use it. Thenceforth it becomes more logical to access other pre-existing DOS applications via Windows rather than try accessing them through the old start-up menu.

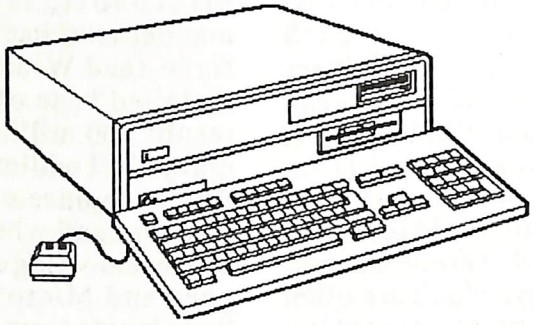
So, when one of these older DOS applications is upgraded, the Windows version, although not compulsory, is the logical choice once you have Windows. (As same indifferent reaction from DOS users as the Macintosh and Amiga: "It looks pretty, but why do I need it?"

We all know the Amiga Workbench GUI is superior to backward-looking Microsoft Windows - and probably proportionately more addictive. But Commodore was never able to induce potential users to try it in sufficient numbers. (NOW we know why Commodore was so unimpressed with those game and demo writers who used their own startup code -- they allowed users to bypass the addictive GUI). Microsoft, meanwhile, had manoeuvred itself into position to force-feed Windows to the entire installed base of DOS users. The result: 100 million new Windows-crazy GUI addicts! Microsoft can finally replace obsolete MS-DOS however and whenever it chooses. The users will go where Windows goes and Microsoft will be right there beside them.

No wonder Apple is angry. They accuse Microsoft of using the Mac's own unique GUI design to steal their customers. To illustrate, Dvorak mentions the case of the unused mouse button. We all know that the Mac mouse has only one button. The Microsoft Mouse has two. But Windows uses only the left button. Perhaps Microsoft copying the "look and feel" of the Macintosh is worth making a fuss about after all?

When we read in the Commodore press about Commodore's failures in "marketing", this is what they are really talking about. It is not just designing a better logo, or telling people which retailers carry their products. It is also manipulating, coercing and tightening control over a captive audience; locking users into a system they won't try to escape because they can't see anywhere else to go. Dvorak predicts the end of the power user as we know him today. The future power users will simply be office workers properly trained in the use of Windows.

I have covered only some of the 171 pages in this stimulating book. There is heaps more, including chip wars. Did you know that IBM (as Microsoft's main rival) are now the good guys? The PowerPC they are developing jointly with Apple and Motorola is actually a RISC microprocessor chip, not a computer. This chip, they hope, will enable Motorola to keep the 6xxxx vs 8xxxx micro chip tradition alive as we all try to stave off Microsoft-Intel takeover. We shall have to overcome our hostile reactions to words like "IBM" and "PowerPC"..



Getting back to the title, there are indeed plenty of quite credible predictions in the book. Not all are pessimistic. Within a few years, Dvorak predicts, CDROM drives will be as common as floppy drives once were. Users will soon be buying second and third units for as little as $100 (US) each, just to avoid the inconvenience of disk-swapping. Since the book became available last month, the local price of the NEC CDR-25 has fallen from $599 to $399, lending credibility to Dvorak as soothsayer. Keep in touch with Jason for the latest prices.

Although Dvorak obviously didn't spend enough time trying to master Workbench, he turns out to be an Amiga type of guy after all.

How else do you describe someone who can't understand the public's indifference to his favourite OS/2? His despair at watching it sidelined by Bill Gates and kept there by IBM's bungled marketing? Yet his enthusiasm for its fast file handling and "true multitasking" never wavers.

The thing I like most about "Dvorak Predicts" is that it never leaves me lost in unfamiliar territory. I suspect John C Dvorak has more in common with those "Amiga users who thought all mankind was crazy," than he cares to admit.

Reflections

By

Geoff Suttor

The first time I saw an Amiga 1000 it was running a demo of a 3D man madeof sphere's standing on a checkered ground juggling three mirrored balls.

My first reaction was, WOW! things have certainly come a long way since programing black and white pictures of Max Headroom on my Dick Smith

Wizard. I thought this new computer would allow me to do endless 3Danimations in thousands of colors just like the stuff I see on T.V., Well it was some years later when I bought my first Amiga 500 and learnt the shocking truth about computer imaging, What do you mean not enough *%$@! memory?? A copy of NewTek's DigiPaint in hand I realized that this wasgoing to take an awful lot of time and money to produce even the littlest lo-res 32 color animation.

With my new memory expansion plugged in, I had a then huge 1MB machine,andwas capable of realtime playback of animation onto video using a standardRF modulator I thought let's see those toffy nosed IBMer's do this!. I created a four minute computer animated video for my High School Certificate major artproject,entering a similar video into a National Student competition and gaining a runner-up position in a traditional "actor/film" type event.I was finally getting to do what I alway's wanted BUT! compared to thestuff on T.V, my animations in my mind would never do, I wanted morecolours and more resolution and better recording capabilities and I needed lots more money to do it.

Two years later I had an Amiga 2000 with 7MB RAM, 25Mhz '030 and Opalvision Card and was producing 24bit images and 24bit lo-res animations, but I had no way of playing it back in real time (25 frames per second) without the constraints of 32 colors.

In the mean time IBM which previously NEVER had even a tiny bit of video potential where playing back 256colour real time animation, any manyproffesional production houses where using IBMcompatables for full colorhigh resolution animation for television ad's, simply because they hadeither never heard of an Amiga (thanks to CBM's marketing or lack there of) or where to scared to buy the machines for lack of support and the "toy" image that the Amiga had. We had the Video Toaster over in the U.S. making waves but even

they where reluctant (and now certainly so) to advertise the fact that the Amiga was the base of the Toaster.

So what's the solution,well everybody has there own bit to say about that but what we probably all are hoping is that CBM will once again leapfrog IBM and Mac by producing a computer, A5000?, that will out perform them inGraphics, Sound, speed and most importantly (an edge the Amiga used tohave) in price, and for CBM to actually MARKET the damn thing!

The Amiga has probably the most extensive collection of video tools thanany other platfrom, and by far the most cheapest. Software packages like Scala, Imagine, Real3D, Brillance, AdPro, Image F/Xand many many more just go to show how "serious" and "professional" the Amiga platform really is.

Hardware add on's like OpalVision, The Video Toaster, and the multitude of high resolution graphics boards have added a new lease of life to producing "quality" imaging on tha Amiga. We now see Amiga produced graphics in Hollywood movie's, commercials, and T.V. shows. Take Star Trek 6, Babylon 5, SeaQuest, Warlock and Quantum Leap just to name a few.

Even a top computer animation magazine, Computer Graphics World, which concentrates on the likes of Silicon Graphics machines ran a front page artilce reading "The Amiga: Is it Time You Took a Second Look?" Yes the Amiga's potential is becoming recognised slowely but surely, it'sjust up to commodore to push that little bit harder. We as users of this great machine can only do so much.

So what have you got once you have thousands of dollars worth of computerequipment, the ability to make some money with one big catch, how do you output it to a highquality tape format (SVHS/Betacam SP) and find clients that are willing to give you hard earn't money to produce them something.It's something I and I'm sure thousands of others have thought about and it comes down to one harsh reality, more damn MONEY! either spendthousands to record your work frame at a time to tape or buy thousands ofdollars of realtime playback equipment and a massive (expensive) hard drive, and a very expensive recorder. Another hard fact is that highpaying clients usually want the best quality they can get, and anythingunder 24bit (millions ofcolors) at T.V.resolutions on a high quality tape(Betacam SP or better) is just not a good enough image for their company.Sadly I feel that the average Amiga animatorwill alway's be chasing the holy grail of computer imaging which will alway's be owned by the richest people, but to be content with anything less than the best quality image is just not good enough.

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SPECIALISING IN AMIGA
MODIFICATIONS & REPAIRS

Editorial

Keith Antoine

I guess suicide might have been a alternative for me this past few weeks. If I had, had a crystal ball , in all probability I would not have taken on the two positions that I did take on. I could not be bothered to make a mountain out of a molehill, but suffice to say that I got about as much help as a leper. On endeavouring to set up the BBS, it was not in a working condition, my gig harddrive got fried on connecting it to the 3000 and as it turns out, on advice from experts , the 3000 is OK but the 240mb quantum was probably shorted and therefore fried the gig. Astate of emergency existed and I had to provide a lesser service to both BBS's. That in itself was not all as it was also a major operation to get the Cursor equipment and endeavour to attempt to prepare for publication.

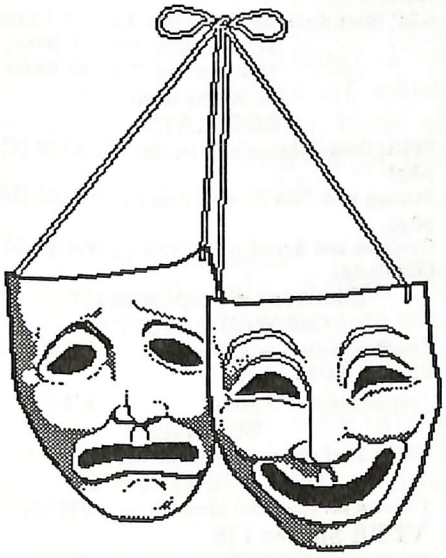
I guess that not everyone operates on my set of principals, in that you do unto others as you would be done by. I am not a club person, as in the past, I have witnessed the self interest groups take over and use a club as a means to an end. It is my personal observation that this club is no different to many others, and in that I am disappointed. So as to set the records straight as to what my credentials are, I am currently and have been in the past, Secretary to a Services Club and a Sub_Branch RSL, with considerable annual budgets plus being involved with a welfare agencyon the computer developement side also with a considerable budget.I have also managed retail stores, once I was a.qualified electronics engineer with GEC.

I am a firm believer in the adage, give and you shall receive. I like Peter Hughes have a great deal to give and ask very little in return, but through our character neither of us are likely to stand by if and when we see some members getting more than their fair share. Some people believe it is their right to grab the biggest share of whatever is going. It is not their right no matter what their input, if any, it is the right of each one of you to be treated in a like manner and to share in the benificence of the club equally. Through these pages I will report things as I see them, that is my promise to the membership.

Oh yes! one small thing happened, didn't it, Commodore went into receivership. Well I guess there must be one or two in the club, going on national statistics who can relate to that. So you can all go into a corner collectively and sob twice, come out again wipe your eyes and think of what to do next. The latest unsubstantiated report, 10/5/94, is that Sony have purchased C=, but who knows as yet and we will hear more if it is true very soon. Ireally hope that this is true but!!

As I write this editorial I have received the latest Frozen Fish Disk and expect within the next 10days to get the 1-1000 CDRom for the BBS. The latest software is being set up, still and has taken me longer than I thought due to all the other commitments, such as Cursor, I can say catagorically that it will be up the 3rd week May. I am also assured by CSN in the US that the gig HD is on its way back to me as of today, 11th May.

I thank all those of you who supported the BBS in its hour of need and all those who rang with offers of assistance. Indeed it is the likes of Adam West and John Crnjanin who gave up some time on a Saturday to come over,help with software and other chores on the BBS, and feel that in some small way what you get on the BBS has been contributed by them, OH Yes, and Neville Duguid too.



Bright Spot Amid The GLOOM

By
Peter Hughes

Well with all the "Doom & Gloom" over the demise of Commodore on three fronts, and echos from around the world, it was nice to see that someone has faith in the market on the local scene.

I bid welcome to David Bagnall of "Megabyte Computers" at Homebase Jindalee.

David is a new advertiser with Cursor for which we thank him, he has had a long association with the Amiga scene.

The opening of his own store "Megabytes" at Homebase, Jindalee, has provided computer users with a full range of Commodore products as well as PC's and a wide range of software also peripherals like Hewlett Packard printers.

Some of our advertisers have seen fit to withdraw, which is their right, however our low cost advertising directed at a specific market has provided them with sales in the past and when the water clears Cursor will be pleased to offer them access to a ready market once again.

8 Bit Members

Please ensure you read "A NEW FUTURE" elsewhere in this issue regarding the C64-128 component of the CCUGQ also the new membership information inside the back cover regarding conditions. The standard form is to be used for membership with appropiate area marked for type of membership.

Information Centres

For all members of the SIG for the 64/128, the following centres will provide help and information

Rod Watson 07 857 6131

Doreen Horne 07 398 7441

Doug Maclurkin 07 350 4034

Huge selection of Public Domain software and a C64 and printer permanently set up. Magazine library for the 64 operates.

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(supplementsTWS64) $16.00

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(Write Stuff with speech synthesizer) $15.00.

THE WRITE STUFF 128
(word processor) with Manual: $40.00.

V2 BB Speller 128
(supplements TWS128) : $16.00.
($3.00 p&p).

Commodore International Liquidation

Compuserve Reaction Compiled By Phil Guerney

Around once each month I check up on Compuserve to see what news and gossip is circulating around the USA. After the liquidation announcement I thought it would be interesting to see the reaction. And what a reaction - instead of the usual few dozen messages there were around 500 posted. I downloaded the Hot News and Rumours section and cleaned it up a bit for posting onto our own BBS. The following are some edited highlights, and they make interesting reading. I've assigned the names of each contributor to his words, some of whom are well known in the Commodore/Amiga world.

1. Oh, what a feeling ...
So much for the ride... I think I'll get off now and puke my guts out. (Jim Drew - developer of Emplant)

... this is the most depressing day since Kennedy was shot, for me. I can't believe it has come to this. (Tom Jones)

I feel as if a close relative just died - like a slow, stupid, some-what retarded but nonetheless beloved step-brother, who'd been warned and warned by those who loved him despite his faults to STAY AWAY FROM THAT CLIFF will no longer have to worry about it...(Garry Nelson)

Death to the b**stards at the top...(Grant Boucher)

Kiss the gal goodby, have a good cry, and get on with your life. There are other computers out there.... someday you'll find the right one... (Sniff). (Wayne Cole)

If the Amiga dies, it will be most sad, and REALLY STUPID on someone's part. (Chris Lester)

I was surprised at the number of people who were shocked by the news. I thought this news was inevitable, and I'd "gotten over it" about three years ago. Yes, I was sad when the writing was on the wall. Now? It's like hearing that your favorite movie star died three years ago. Still sad, but not the best time to write that final fan letter.(Syndesis Corp/John Foust)

2. About Commodore
Commodore management had a general distrust of dealers, press, users, and even EMPLOYEES ... over the years, the people at the top of the company have been either megalomaniacs, technophobes, paranoids, or just plain idiots (Paul Higginbottom)

They continued to use 1970's computer sales philosophy to run a 1990's computer business. It doesn't work like that anymore...(Chris Lester)

We could go back and remember how Commodore drilled holes in their own motherboards to prevent users from expanding memory (Jim Butterfield)

You want a good ol' sick laugh? Over in the CBM forum under 'news', there is still an offer to 'power up' to an Amiga 500. (Garry Nelson referring to Commodore's slack attention to its Compuserve forum!)..I never thought I'd ever associate electronic data with dust & cobwebs..(Joseph Conarkov replying)

They had no press presence before and they'll have none in the future, except for a few short obituaries. (J Saperstein/FontBank)

3. About Irving Gould (Chairman of Commodore) ...
Irv, baby...this is one smart cookie! He gets control of a company, gets huge salary/bonus/expense account for him and buddies, runs the company into awful financial condition, loans the company money, (much of which he takes out in salary, bonuses and expense account) then liquidates the company. Having senior debt, he gets paid first ...(Wayne Cole)

I still contend that running the company for the benefit of its customers and stockholders was not on his list of goals. It can't have been, because I can't believe he and the other BOD members, officers of C= were that stupid and incompetent. The demise had to have been by design, or at least accepted as inevitable quite a while back. (Wayne Cole again)

Gould has been lending money to Commodore from another company of his. If his loan is secured, a liquidation could be as much as his interest as any other creditor. He may have been able to position himself such that he stands a better chance of recovery than other creditors (Robert Wilcox)

4. About Potential Buyers
I think Sony is too smart and the technology of CBM too much of a departure from their long term plan at too high a risk for the potential returns to make it worth Sony to buy CBM ... The HP scenario is more feasible, but I would see that as using the chip level technolgy (Wayne Cole)

When someone picks up the technology the fastest way to make a return on the investment is to license the technology to all of the interested corporations -- read SCALA, Newtek, etc. Think of the Amiga as a licensed technology. Think of this as the end of Commodore. The real question remains is who will license it and what for. Is the home computer Amiga dead? Who knows..(Mark Maynes)

If you'll look at the history of this market since 1978, no computer brand to have gone under has ever been resurrected and I don't think Commodore will be the first. (J. Saperstein/FontBank)

Let's hope the companies that understand and love the Amiga can keep it alive for the future. Group hug..(Grant Boucher)

5. About the Future

From our viewpoint (Black Belt Systems as a group) CBM contributed very little to the marketplace. We sell lots of product to the installed userbase, certainly a growing installed userbase is nice, but there has in _fact_ been very little growth in userbase for quite some time now. Our sales have been good, however - which is the indicator that the installed base is a viable market - at least for us, it is for certain. We see absolutely no reason to slow down, or stop, development based on events at this time.(Ben at Black Belt Systems)

this recent news about CBM has no effect on our plans for Amiga products. Market demand drove us before this, and it'll drive us after this, too.(Syndesis Corp/John Foust)

Amiga once had market share because it was advanced technology, and one of the most powerful machines around. At this point it's animation and video abilities are it's hallmark.

it seems pretty clear it's the worst news -- it's the end of Commodore worldwide, not just the U.S., which to me means the end of the Amiga. Sales of assets/technology may happen, but I can only see them used with or incorporated into other systems or future products -- none of which are likely to have any capability, or any relationship to, the Amiga. (Andy Levy)

I can see some of the chips surviving, but that is about it. I could see Newtek buying some of the chip technology, but the resulting product would likely be a dedicated graphics workstation. Without the 500/1200 type user machines to defray costs, it will also be likely in the professionals only price range. But if we feel bad, just think of the folks who invested really big bucks in machines like the NeXT. At least we have a reasonably large user base that will keep some of the software in the pipe in development (Alex Baker)

First there was the AmigaDos Replacement Project (ARP). Lately there has been talk of a MUI Replacement Project (MRP), which is kind of a misnomer. But now we have the most ambitous project of all, the Commodore Replacement Project (CRP). I can think of some creative ways to pronounce that acronym. 8^)....(Michael Shea)

As a small company that's spent the last 18 months developing a new product for the AMIGA ... I'm

not about to throw all the work overboard and forget the AMIGA. We'll be releasing our program ASAP (Mark Tiramani)

If CD32 is sold off entirely, and kept alive as some sort of mulit-media, or game platform, or both, then the AGA users have a pretty safe ride, at least in the new software department, for quite some time. (Chris Lester)

The biggest ripple effect is going to hit NewTek and Scala, but I think both probably have seen it comming and are prepared to switch platforms within a year to 18 months.(Wayne Cole)

If I had the $200 million it would take to sell the Amiga correctly, I could just as easily make cheap PC clones and sell them. I would have lower costs and be assured of a higher payoff...nobody has the hundreds of millions it would take. And there is no way to get several hundred people to pool enough to do it. If it were that easy, it would happen. I bet a buck it don't. (Andrew Carol)

I can't think of a single successful product on the market today that was purchased out of a liquidation proceeding, can ...at least 2 of the AGA chips are actually made by HP... So they wouldn't need CBM's chip foundary to make these beasties. Just the legal rights to do so.(Jim Steele)

I kind of doubt if you'll see anyone making an "Amiga" again, although licensees or new owners of some or all of the technology may wind up making dedicated machines for their own purposes (i.e., NewTek).(J Saperstein/FontBank)

I don't see why those of us who still use and and enjoy our Amigas can't continue to get some benefit from them for quite some time (Wayne Steele)

Face it, in the last 24 hours our machines have taken a drastic decrease in value. We might as well keep them and enjoy them while they last. For the next few months, software that is well along in development will continue to be released (Alex Baker)

It is not over yet by any means for Commo in Europe ... the demise of Commo USA need not make too much difference in Europe. I believe he (Commodore MD Germany) speaks the truth when he says that negotiations with potential investors are continuing. I expect Commo Europe to be formed out of the individual european Commo companies. The CD32 as the most consumer-orientated product still has a future !! STILL committed to the Amiga (GTI Germany) (Several other posts were about rumours out of Commodore Germany about a Japanese buyer for the European operations, however I suspect rumour is the only valid description for it.)

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As I said at the last Main Meeting Tony May has reserved (he calls it junk) for CCUGQ members to make an offer on SATURDAY 28th May. So if you are interested go along and make an offer to Tony May

IT MUST ALL GO!!

Peter Hughes

Submissions

I am at a loss to explain some of the vagaries in the article formatting that we receive. In future please remember that it is imperative that when you send up article to be published that they do not have any formatting in the text. This includes CR's (carriage returns) or if you like vanilla ASCII, it is also equally important that you also use a spell checker. The time consumed on this edition in taking out CR and spell checking accounted for more than 50% of the time taken to produce the mag.

It would be appreciated if those of you who can use Pagestream, do so, but please do not print out as we use our own Master paging. Also please include the fonts used in case we do not have them, try to restrict to TIMES style.

Do not be afraid to explain what method you used to generate the article by either phoning me or include a file as explanation so as we are forewarned. All articles are greatly appreciated, for if you do not do so we ourselves have to pad the magazine. Variety is as the bard said "the spice of life."

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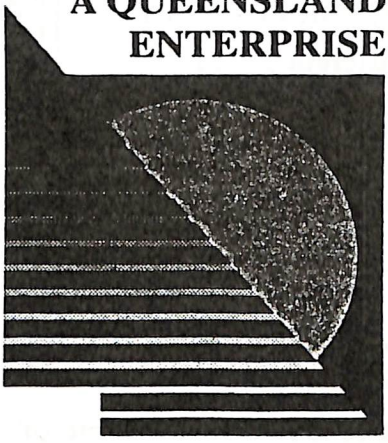

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A New Future

C64-128 Special Interest Group

By
Phil Guerney

The number of C64/C128 users attending the 8-bit SIG meeting has fallen away in the few months since the move from Bardon to South Brisbane. In fact there was only one person in March and none in April or May. That is about as few as you can get. There is no doubt that dedicated C64/C128 users feel that club meetings have little to offer them and that CURSOR is overwhelmingly Amiga specific. It is also a fact that many of the remaining dedicated 8-bit users are people for whom the annual membership fee is not an insignificant commitment.

Whatever the reasons for the loss of 8-bit interest, and we can all suggest a few more, there is no point hiring an additional meeting room and carrying a large amount of C64/C128 specific library material back and forth to the main meeting. Something has to change.

At the April Committee meeting, I suggested that we declare a new class of membership. This will be called something like "C64/C128 SIG Only Membership" and will be at the reduced rate of $20 per year for 1994/5 at least. This will allow access to a "C64/C128 Information Centre" being our extensive collection of magazines, a lot of books and a large public domain software collection for the 8-bit machines. However it will NOT include receipt of CURSOR and if C64/128 SIG members want to access the 8-bit commercial library items they will have to pay the $10 annual library administration fee like everyone else. The C64/C128 SIG coordinator (currently Doug Maclurkin) will distribute an occasional newsletter (probably 3 or 4 each year). The first of these will contain a full listing of the large range of new PD disks that Doug has obtained. The BBS will also be available and members will be perfectly welcome at main meetings and workshops to keep up to date with developments in the Commodore world and the amazing

(Contd Page 30)

Exclusively *Amiga*...

And we plan to stay that way!

A report by Jason Marianoff.

Synapse Computer Supplies has now been trading successfully since June 1992 - That's two full years of supplying Amiga hardware, software, and accessories. We've given free advice to over 800 enthusiastic customers, and have helped you to decide which Amiga would do the job best. We've even given you the flexibility to trade-in any Amiga-related equipment you may have and given you the fairest prices we can.

The Amiga is a fantastic product - you'll likely know a number of things that make the Amiga unique from many other computers anywhere near its price range. But one thing which makes the Amigas unique is in fact the people who use them! Here we have a group of people who are typically always willing to help each other, and who aren't afraid to proudly stand out from the 'crowd' and use a computer that THEY really enjoy using. After all, isn't it great to have a computer that not only does what you need, but is actually fun to use? Congratulations on choosing a computer which really offers the pleasure which all computers should!

If you have any queries or opinions regarding anything Amiga-related, we'd love to hear from you. In fact, if you contact us in person before 30 June 1994, and bring this newsletter with you, we'll give you a FREE Mouse Mat! No purchase required, no catches. Just bring this newsletter with you!

Synapse Computer Supplies is located at 217 Wynnum Rd, Galloways Hill. We're diagonally across from the corner of Hawthorne Rd and Wynnum Rd. Free parking is available right at the front of our shop, with no restriction as to time of day or duration of parking. A number of bus services from the city also regularly travel Wynnum Rd. You can call us on (07) 899-0980, but please note that we are closed for one hour from 11:00am - 12:00pm daily.

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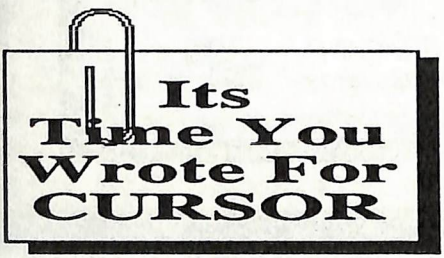
capabilities of the Amiga.

The commercial library will continue to hold some of the best of the last issues of C64/C128 magazines along with some of the best commercial software and books. These will be taken to the main meeting by our librarian Steve Knight. Catalogue disks will be available and Steve strongly encourages you to ring him to specifically order items for him to take to St. Laurences. You can also tell him what you will want the next month when you borrow. Older magazines and books are being looked after by either Rod Watson or Doug Maclurkin. Rod is a friendly expert on the C64, particularly on its practical uses such as running Superbase, and I am grateful to him for taking an interest for several years in helping to preserve what is a comprehensive collection of books and magazines (relatively far more was published for the C64 than is available today for the Amiga). You will be able to arrange with Rod or Doug to pick up these older items or have them posted (at your expense).

I hope these changes actually increase the usefulness of the club to those people who remain with the C64/C128 platform.



They're Back?

This edition sees the return of the Fred Fish Listings, our Public Domain Librarian Mike Williams has prepared a listing of the latest on offer and of course they are available by mail, as per the information inside the back cover or from the monthly meeting at St Laurence's College at South Brisbane or from the Sunday Workshop at the RSL Hall Rosalie.

So there is ample opportunity for you to stock up on these world wide Public Domain programs at a very low cost, in fact if you copy your own at the Workshop there is no cost at all (that is as long as you have paid the Library administration fee of course)

The Size Is Important

Any submissions for Cursor prepared using Pagestream should be A5 paper size with a border of 10mm (all around) plus two columns with a 6mm gutter (that is the space in the middle).

If you are unsure ask or pick up a template from BBS or Pd Librarian

JIM DREW

Lays Everything on the Line to Save the Amiga

The developer of the Emplant Board, Jim Drew, put up the following notice on the large bulletin boards. I leave it to yourselves to decide how realistic his plans are, but one of the early responses are given below.

Subj: Attenion Believers!Section: Hot News and Rumors From: Jim Drew/UUI, 72662,14#142151 To: ALL
Monday, 2 May 1994 7:36:05 PM

Attention Amiga developers and interested parties...

After speaking with Mike Levin (CSM hall of fame) tonight on CIS (and via the phone), we have come to several conclusions about possible solutions to a panic'd public and potential loss of the most powerful home computer made to date (that's the Amiga folks). He suggested that I lead the attempt to purchase the rights to the Amiga hardware. Rights that would be purchased by all parties and made available to all parties. I would like to hear from developers who would be interested in still developing for the Amiga, or anyone who would like to support this effort in general.

People can think what they want of me, my statements, my comments... to me, that's been very good to see... my corporation, my products, and myself have been changed a lot from the responses I have seen here, GEnie, and on CompuServe. My persistance has paid off. Because of EMPLANT's success, I will never have to work another day in my life.

I am willing to put everything on the line. I believe in this machine, the platform, and the people (even though we bicker like a bunch of old hens sometimes). On behalf of the Amiga's continued existance, I am asking for you support. Let's all make some noise about the Amiga. Commodore kept it the best computing secret of all time, I think it's time to let the cat of the bag.

I will be in contact with ALL of the major 3rd party Amiga peripheral corporations tomorrow, also asking for their support. If we can somehow form a public corporation and obtain the rights to the Amiga hardware, we can make the Amiga work.

My goals for this project are...

Obtain information concerning current ownership rights of the Amiga hardware design, and other important peripherals. From what information I have heard (and have had gathered by nosey attorneys), the rights were transferred to 'trustees' for holding. If this is true, there very well may be some interesting legal problems involved here, since the technology behind the Amiga is the only real asset that

Commodore Intl had left...that would leave an empty shell for the creditors to pick through.

Purchase the rights from current ownership, or work with another corporation to see that continued development and *gasp* advertising is done.

Contact major MAC and PC developers (Adobe, Aldus, etc.) and once again offer to port their products to the Amiga at little or no cost. Once people see *us* running the big boys software more efficiently than other platforms can, they will think hard before buying that next MAC or PC system.

Continued developer support. I plan to have CATS revived, and I hope that Carolyn and the rest of the original team will be interested in doing this.

Continued devlopment of new machines. One thing I have learned in producing hardware is how to cut costs. EMPLANT is cheap to make... and it is *still* made in the US (this is important to me). Another thing I learned is that the short time I spent talking with Dave Haynie, he is alright in my book. We chatted for about 30 minutes at one of the WOC shows, and he is as sincere about the continued development as I am. I definately want Dave and the original crew back working together. I would hate to see a bunch of new comers (I am not oppose to new ideas brought out by new people), but right now we need a dedicated team going to get things done in a flash. New people come with success.

Remove the poor publicity. The only advertising Commodore got was bad. Dealers wanted to kill them... developers wanted to kill them.. all due to the poor management. The only way to do this is to rid the Commodore name.

So you're asking "what's in it for Jim?". Gratification. As I stated before, I could wash my hands clean of this situation and walk. I don't want to. There is a pile of money to be made for everyone, and more importantly a computer to be saved from extinction. I know a lot of Amiga developers have made themselves rich with the Amiga, and some would like to forget it... I think that is selfish. I for one, am willing to give back to what made me where I am today.

So, in closing, I would like to thank those people who have sent me incouragement letters, and even hate mail. :-) I am stubborn (I think you'll *all* agree on this one... perhaps a usenet first?) and I can use this to our advantage, obtain the rights to the machine, make these rights publically available (anyone could produce the machine ala PC clones), and see this thing through... or I'll end up on the street trying...

If you are a developer, no matter how small and you have an interest in supporting the Amiga, please FAX my office (602) 453-6407 . a huge list of developers wanting to support the platform would be a big incentive to keep the product alive. I really don't care who makes the machine, as long as it is made (and promoted this time around).

Thanks for your attention,
Sincerely,

Jim Drew - Utilities Unlimited International, Inc.

In reply...
Uhm, yeah, that's it! Let's just purchase the rights, tellAldus/Adobe to port, develop new machines and remove the negative publicity! Why didn't CBM think of that? And revive Cats! Rum-tum-tugger! Heck, you can make the costumes! And Sue can silk-screen the t-shirts! And we can make a stage out in the barn! And you were there, and you, and you! ... You'll have a tough time getting a tableful of Amiga developers to settle a bar bill, much less buy a pile of technology worth anywhere from hundreds of thousands to millions of dollars ... claiming that now is the time to revive CBM? That's not even cheerleading. It's hallucination, self-inflation, imagination... not courage. (Syndesis Corp/John Foust)

A Reply to Richard Carde's Article in March Cursor: from

Games 'R Us

Dear Phil, This letter is in response to the article"Service Ain't Us" which appeared in the March issue of CURSOR. We have received a copy of this article but unfortunately not been asked to respond. This is the reply we would have liked to have had printed andwhich may have been of interest to your members even if they do not shop with us. How to get good service after you buy a computer game.

1. Keepyour receipt. Put it in your drawer with your undies or wherever you keep mportant papers. (You may even be able to use it to reduce your income tax). It is your proof that you bought the product. People who have boughtproducts elsewhere do come to us for help because our staff areknowledgeable but they need to see a receipt to allocate their timeappropriately.

2. Ring up as soon as you have a problem to give uswarning. We'll then find out which staff member is familiar with theproduct and what problems have been experienced, if any, and hopefully beready to offer help. We want to help because if people just throw things onthe shelf they may give up playing computer games, or using computer products. As the Department of Consumer Affairs details in their guidelines it

is of paramount importance that the item be returned as soon as possible.

3. Please don't treat out staff as though they are fools. Ifyou listen to the news at all, you know the story about employment today. Fortunately for us, and our customers, most of our staff are very highly educated and experienced people.

4.Communicate in friendly terms. Pleasedon't swear at the staff on the telephone or in person. Suppose you go tothe doctor and he cannot cure your cold instantly, or youur solicitor cannot immediately solve your problems with your neighbours, would you instantly resort to foul language and personal abuse?

5. Be honest. If you bought something and it does not match your expectations or your spouse has a problem - hates the noise it makes or whatever, tell us that. It's like the elderly schoolteaches - she's heard all the excuses for late homework before - just tell us the truth. The objective is to work towardsa solution. If you were to blame for the problem tell us what you did, itmakes it easier for all concerned. MOST IMPORTANT If you forget all theabove and go crazy, and you've lost everything and spilt coffee on themanual, and you just got a parking ticket and you've got to take the dog to the vet when you get home... You could always apologise. You could always ask for help and then listen when it is offered. Our staff are human beings and like to be treated as the thinking, caring people they are.With regard to the article again, Richard's story sounds terrible. We felt so very sorry for him while we were reading it. As my Grandfather used to say though "Never let the truth get in the way of a good story". That''s what he has produced, a story, because he has left some important information out and got some things sadly wrong.We are not going to tell you where Richard went wrong. Would you tell someone their best friendhas bad breath? Yours faithfully, Managing Director.

There are a number of points I as editor would like to raise in regard to this missive. Having been in retail sales for approx 40 years it is of paramount importance that you do not appear to be talking down to a customer nor offer childish advise. It is unfortunate that most business's, and dare I say it most staff, haveforgotten who pays the wages and that customer service is of the utmost importance. I would go as far as to say you get what you pay for today, pay peanuts and that is what you will get in return. So my advice is shop where you get good service and they will usually have knowlegeable and well mannered staff. I would say to Mr.Managing Director, as I do not know whom to address, as you signed the letter but failed to Print your name, That I find the letter somewhat offensive. Ed.

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Delphine's fantastic graphic adventure. Plenty of puzzles to solve here. To buy new : $69. Will sell for $40. (all manuals, in original box)

KNIGHTS OF THE SKY-
I bought this one on special for $40. Will sell for $20!

MIG 29 RETALIATOR -
I bought this game second hand and found out it didn't run on my A1200. So I haven't even used it. Will throw it into the package free if all are purchased together. If not, ring me and let me know what you have to trade. Sell the lot (all 6) for $170 over $330 worth of great games all less than 12 months old PLUS Mig 29 chucked in for free! Now that's a bargain!

Inquiries To Damian WEGNER on Phone: 202 - 2719 (Answering Machine)

AMIGA Public Domain Disks

Fish Disks 931 - 961

FISH DISK #931

ComGraph
A powerful function plotter. You can administer up to ten functions at the same time, plot functions and their derivatives, zoom these and calculate symbolic derivatives, zero points, extreme points, turning points and saddle points, poles and gaps. Furthermore, you can calculate integrals (integral, area, curve length, rotation volume, rotation surface). Contains a simple scientific calculator, linear equation solver, prime factor reduction, and prime number calculator. High print quality. English and German version coexistant in one program. Binary only, shareware.
Author: Andre Wiethoff

DynamiteWar
A tiny game for 2-5 players who fight against each other. It is similar to the commercial Dynablaster or Bomberman, except a 1-player mode is not available. On the other hand, there are a great number of extras. To win the game, one player has to disintegrate all other players by exploding bombs. Binary only, shareware.
Author: Andre Wiethoff

Modules
Command extensions for the M2Amiga V4.xx Modula-II Compiler of A+L AG. In about 13 Modules are over 410 importable objects with 311 commands and functions, for programming devices, graphics and intuition. The are four Modules alone covering graphics (GraphicsSupport, Copper, Fonts, Simple3D), with a total of 140 commands. Most modules contain one or two demo programs showing sample usage. Author: Andre Wiethoff

FISH DISK #932

DynamicSkies
A big toolbox for astronomy that has, for an ultimate goal, to answer with speed any question that may arise on celestial objects. For example, suppose you have an urge to observe Jupiter tonight from your window; You may consult rise/set times of Jupiter, ask when it crosses south-west (supposing your window faces south-west), and with just a mouse click have a glance at the simulated sky at this time. You may even animate Jupiter's path across the sky with a time-step animation. Of course, if you're a real star gazer, don't forget your binoculars or telescope for the real thing!
Version 1.0, binary only.
Author: Patrick DeBaumarche

Fleuch
A little game with more than five extra large stages. The object is to pick up your cargo and climb safely to the next stage, without being shot or running into anything, (including your cargo!). Scrolling, shooting, some gravitation, similar to Thrust (C64). Version 2.0, an update to version 1.0 on disk number 760. Binary only.
Author: Karsten Götze, title music by Andreas Spreen

StackMon
A program to monitor the stack use of other programs or tasks. Has a convenient GadTools front end. Requires AmigaDOS 2.04 or higher. Version 1.0, includes source in E.
Author: David Kinder

FISH DISK #933

ConvertHAM
A utility to convert HAM picture files to ordinary ILBM files, with 2 to 256 colours (2 to 32 on non-AGA machines). Version 1.2, binary only.
Author: David Kinder

EditKeys
A keymap editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. New test mode, plus LoadKeymap support utility. Version 1.4, an update to version 1.3 on disk 817. Binary only.
Author: David Kinder

GuiArc
A graphical user interface for cli-based archivers like lha, arc, ape, zoo, etc. It has the 'look & feel' of a directory tool and can perform all basic actions on archives, such as Add, Extract, List, Test, Delete, etc. You can enter archives as if they were directories. You don't have to know anything about archivers. Fully configurable. Archivers not included, requires AmigaDOS 2.0+. Version 1.22, an update to v1.10 on disk number 863. Binary only, freeware. Author: Patrick van Beem.

PhxAss
PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000,68010,68020,68030,68040, 6888x and 68851).
It understands all common assembler-directives (Seka, Devpac,Metacomco, etc.) and can generate linkable AmigaDOS object files or absolute code. In both cases the user has the opportunity to choose between the large and small code/data-model. PhxAss is written entirely in assembly language and works with Kickstart 1.2/1.3, OS2.x and OS3.x. Version V3.60, an update to version V3.30 on disk number 905. Binary only, with documentation in English. Author: Frank Wille

PhxLnk
Linker for Amiga-DOS object files, which also supports the small-code/ data model. Version V2.03, an update to version V1.35 on disk number 853. Binary only, with documentation in English. Author: Frank Wille

ShellMenus
A program to help Shell users be more prolific and save time. Shell Menus creates user definable menus that attach to the Shell window. Offers an intuition interface to edit your menus instead of a text editor and many other features not found in other programs that use menus. Requires OS2.04+.
Version 2.7, binary only.
Author: Mark Ritter

FISH DISK #934

ABackup
A very powerful backup utility. Has a full Intuition interface, a "batch" mode, can save/load file selection, handle HD floppies, use any external compression program, etc... This new version adapts itself to the default font and screen mode, and may be up to 40% faster than previous versions. Includes French, German, and English versions.
Version 4.03, an update to v2.43 on disk 871. Shareware, binary only.
Author: Denis Gounelle.

AZap
A "new generation" binary editor, able to edit files, memory or devices like floppy or hard disks. It can open several windows at the same time, is localized, and handles all OS3.0 file systems. Includes both French and English documentation.
Version 2.11, an update to version 2.04 on disk number 875. Binary only.
Author: Denis Gounelle

PublicManager
Public screen tool which opens public screens that are freely configurable (depth, size, font, ...) and have their own menu (palette, quit, tools,...) Requires Kickstart >2.04! Version 1.4, an update to verision 1.2 on disk 685. Binary only. Author: Michael Watzl

ToolType
A program to make it easier to edit tooltypes in icons. ToolType will read the tooltypes from an icon file and let you use your favorite text editor to change or add to the tooltypes. Includes an option to sort the tooltypes alphabetically. Version 37.206,requires OS2.0+, binary only.
Author: Michael J Barsoom.

FISH DISK #935

AmiCDROM
A CDROM disk filing system for the Amiga. It supports the ISO-9660 standard and the Rock Ridge Interchange Protocol. The CDROM drive is mounted as a DOS device (e.g. CD0:). You can access files and directories on a CDROM disk by the usual syntax, e.g. "type cd0:foo/readme.txt".
Version 1.7, includes source.
Author: Frank Munkert

Badger
An icon management utility. When you throw files on Badger's appicon they get a new icon depending on which pattern in Badger's list they match. Version 1.1.
Author: Erik Sagalara.

ClipWindow
A program that makes it easy to put frequently used text on the clipboard. It opens an AppWindow on the Workbench which accepts Project icons and associated text files. The text is copied to the clipboard ready for pasting. Text may be in a separate disk file or directly entered as Tool Types in the Project icon. Also included is ConPaste, a Commodity by Carolyn Scheppner which allows pasting clipboarded text almost anywhere. AmigaDOS 2.0 or higher required.
Version 1.0, includes source
Author: Jim Harvey

LazyBench
A little utility for lazy people with a hard disk crammed full of goodies which are too difficult to reach because they are buried away in drawers, inside drawers, inside drawers, inside drawers... LazyBench installs itself as a commodity, adds an item under the Workbench "Tools" menu and waits in the background. Use its hot key combination to pop up its window and then select an item. Now OS 2.xx only and fully "User Interface Style Guide" compliant. Font sensitive (uses the Default Screen Font) and each gadget has a single key equivalent.
Version 1.12, an update to version 1.10 on disk number 894. Binary only.
Author: Werther 'Mircko' Pirani

MuchMore
Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Supports 4 color text in bold, italic, underlined, or inverse fonts. Can load xpk-crunched files, has a display mode requester and is localized (german catalog included). Version 3.6, an update to version 3.3 on disk number 895. Includes source in Oberon-2.
Author: Fridtjof Siebert, Christian Stiens

VirusChecker
A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes

an ARexx port, supports SHI's Bootblock.library. By using this library and its brainfile you have the ability to add new Bootblock viruses as SHI release new brainfiles. Version 6.33, an update to version 6.30 on disk 913. Binary only. Author: John Veldthuis

FISH DISK #936

BaseConvert

GUI program to convert a number from one base to another. Shows conversions between Decimal/Hex/Octal/Binary all simultaneously. Requires Kickstart 2.0 or higher. Version 1.1, binary only.
Author: Johan Vande Ginste.

Spooler

Prints textfiles in the background. Copying a file to the SPOOL: directory is all that is required. The program shows you a list of files to be printed and gives a report on the file currently being printed. Requires Kickstart 2.0 or higher. Version 2.3, binary only.
Author: Johan Vande Ginste.

TKEd

TKEd is a very comfortable Intuition-based ASCII editor with an english and german user-interface. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX interface with 116 commands, an interface to some errortools for programmers, macros, undo,wordwrap, supports foldings, has an online help mode, and many other features. TKEd is re-entrant and can be made resident. It's Kickstart 1.3/2.04 compatible, supports the new ECS-screenmodes, an application window and checks itself for linkviruses. Version 1.17a, an update to version 1.11 on disk 781. Evaluation version, with editing limited to files 9999 lines and less. Binary only, shareware.
Author: Tom Kroener

FISH DISK #937

64Door

A Commodore 64 Terminal emulator program which allows you to call Commodore 64 BBS systems in the C64-specific color terminal mode commonly referred to as C/G mode. Written in 100% 68000 Assembly language. Version 1.0, binary only, public domain. Author: Clay Hellman

Galactoid

A one or two player shoot-em-up game that resembles the old arcade classics Galaga and Galaxian. You must avoid and destroy waves of dive-bombing enemies. Written in 100% 68000 assembly language using direct hardware access for maximum smoothness and playability. Binary only, shareware.
Author: Clay Hellman

KingCON

A console-handler that optionally replaces the standard 'CON:' and 'RAW:' devices. It is 100% compatible, but adds some VERY
useful features, such as: Filename-completion (TAB-expansion); A review-buffer; Intuition menus; Jump-scroll. (FAAST output!) Cursor-positioning using the mouse; MC68020-optimized version; And more... Version 1.0, requires OS2.x, binary only. Author: David Larsson

Knit

Converts an IFF picture (8-colors or less) into a knitting pattern. For a specified stitch size, Knit will tell you how many stitches per row are needed and how many rows are used. Knit bases all of its calculations on the size of a standard monitor screen which means that your finished knitting should be about the size of your screen. (Thus, if youhave a extra large or small monitor, you may need to make adjustments.)Version 1.01, binary only.
Author: Don Finlay

Megasquad
A two player game with two modes of gameplay: Tag and Duel. Features many different play boards, has music, sound, and is very smooth. Written in 100% 68000 assembly language using direct hardware access. Binary only, public domain. Author: Clay Hellman

WhereK
A highly configurable hard drive utility. Features an automatic disk cataloger with 3 modes, turns directories intoascii files that can be saved and searched, allows other programs to run while continuing in the background, creates lists with versions of the libraries on your hard drive and disks. All files created can be saved. Features 2 help modes, individual help for keys and a comprehensive help mode, both accessible from the program. Runs on WB2.0+ except for the Library Versions Bulk Lister which requires WB3.0 and above. Version 3.0, binary only, freeware.
Author: Kenneth J. McCormick.

FISH DISK #938

Angie
ANother Great Intuition Enhancer commodity that offers about 100 Intuition related actions you may assign to multiple arbitrary hotkeys. Arbitrary DOS commands and input event data may be assigned to the hotkeys too. Furthermore, Angie includes automatic window hunting, autoActive WinTask priority increment, 'TWA' type window remembering, auto DefPubScreen definition, etc. Angie comes with a comfortable Intuition user interface. This is version 1.6, giftware, includes source in Oberon-2.
Author: Franz Schwarz

AppISizer
New, localized version of the AppIcon utility that gets the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Supplied with a French catalog. Includes English documentation in AmigaGuide format and French documentation. Also offers several new enhancements. Requires KickStart 37.175 or higher. Version 0.68, an update to version 0.61 on disk 853. Binary only.
Author: Gérard Cornu.

DPU
Disk Peek and Update, a hex disk and file editor. Functions include show device info, show bitmap, check disk, zap file, zap disk, zap filesystem and zap rigid disk blocks. Version 1.5, an update to version 1.2 on disk number 721. Binary only, freeware. Requires Release 2.04 or higher.
Author: Frans Zuydwijk

Filters
A GUI-based RC Filter design program. Allows you to set the desired characteristics for either a high or low pass filter, calculate the required values, and display/print the resultant phase/frequency graphs. Version 1.2, binary only, shareware.
Requires OS2.0+.
Author: Wim Van den Broeck

MN3A
An antenna design program used to calculate currents, impedance, and fields of wire antennas. The wires may contain lumped-constant loads. Environment may be free space or various groundtypes. Version 1.0, binary only, freeware.
Author: Jim Martin.

PicCon
An aid for graphics programmers. PicCon will use the datatypes library to load any picture format you've got support for, and you will then be able to extract any part of the picture and save it in your desired format. Ordinary bit-planes, "blitterlines",

chunky pixels and various sprite formats are supported. The raw data can be saved as binary, assembly or C source. Saving of the palette entries in a variety of formats is also supported. Requires OS3.0. Version 1.06, binary only, shareware.
Author: Morten Eriksen.

TurboLeusch
With the help of "Turbo-Leuschner" you are able to create your own menus for Workbench-based windows or expand already existing menus. Turbo-Leuschner supplies ALL functions of the Workbench-Menu-System. With Turbo-Leuschner, you supply the name of the window and the menu file to attach to it, thus you can attach menus to the "AmigaShell" window, your favorite GUI-based utility, or simply the WorkBench Window itself. Binary only, shareware.
Author: Thomas Hölle

FISH DISK #939

AddPower
A utility that adds some miscellaneous useful features to the 2.0+ OS. Includes: file requesters in any program, stop drive clicking, fix menus and pen colors of pre-2.0 programs, wildcard * = #?, make screen borders black, open any window on front screen. All features are independantly configurable. Workbench and AmigaDOS interfaces with online AmigaGuide documentation. Version 37.6, binary only. Author: Ian J. Einman

AlertHelp
A little tool that helps you to interpret the alertmessages. When an alert occurs, the program displays a window with a little description of the alert. This is version 0.55. Freeware, includes source. Author: Jan Hagqvist

ARexxSuper
An all-purpose mouse-controlled ARexx communication program. All done via a nice GadTools interface, documentation in AmigaGuide format, useful for testing and debugging ARexx interfaces. Requires reqtools library V38+ and Kickstart 2.0+. Version 1.0, binary only, shareware.
Author: Frédéric Delacroix

CloseWB
This program attempts to close the WorkBench screen after "n" seconds. It is useful to put into startup-sequences that start an application and no longer need the WorkBench screen (such as Imagine). The closing of the WorkBench screen will save some chip RAM. Will work with any Amiga running KickStart 2.0 or higher. Version 1.0, binary and source incl.
Author: Daniel Bachmann

ExtraCmds
A set of 18 AmigaDOS commands, chiefly inspired by UNIX, written to augment the collection distributed as part of the System Software Release 2.04 (V37) and will not run under older releases. This is the second public release consisting of the commands Common, Compare, Concat, Copyright, Count, DirTree, Find, Head, Lower, Prepare, SCD, Split, Splitname, Tee, Testbits, TimeCom, Unique and Usage. Includes an English User's Reference Manual in LaTeX format and source code.
Author: Torsten Poulin

IanUtils
A collection of some small but useful Assembly language tools. Included are: Colors, a kickstart 3.0 palette editor. Edit any screen's palette by percents, rather than fixed integers; Output, an AppIcon that will call your text/picture /sound/etc. viewer. Customizable for any IFF type; SetColor, Allows setting screen colors from the shell, useful for scripts; SetDepth, a command to change screen depth. Give your

WB1.3 8 colors; EMenu, adds key equivalents to WB1.2/1.3 menus. Lays out the menus "prettier." Source included for SetColor, SetDepth and EMenu. Author: Ian J. Einman

Upcat
Disk catalog program. Read file information from disks, store it in a catalog in memory, save/load catalogs to/from disk, display catalog in several ways, select files to be displayed, print (selection of) catalog, 32 user definable categories, add comment to records in catalog, ARexx interface, user definable macro menu. Version 1.2, an update to version 1.0 on disk number 854. Binary only, freeware. Requires Release 2.04 or higher.
Author: Frans Zuydwijk

FISH DISK #940

AltTab
A small Commodity that successively displays the screens titles at the press of 'Alt-Tab' and allows you to choose which screen to bring to the front. Requires Kickstart 37.175 or higher. Version 0.2, binary only.
Author: Gérard Cornu.

BootMan
A boot manager program that allows you to select a startup-sequence at boot time using the mouse or keyboard. Also allows password protection and a timer to load a default startup if none is selected. Includes a preference editor for easy modification and startup. Will work with any Amiga with KickStart 2.0 or higher. Version 1.1, binary only. Author: Daniel Bachmann

VideoMaxe
A video database that satisfies all needs of a private video user. With full OS 2.1+ and environmental support (localization, application icon, installer, font-sensitive runtime gadget layout, layout saving, guide documentation, ...) the program handles record suggestions, spool informations, free amount of additional data per tape or title, comfortable search routines, printing, etc. Requires OS 2.1. Version 04.20, update to version 03.22 on disk number 637. Binary only, Shareware. Author: Stephan Suerken

FISH DISK #941

CardZ
Patience card games. Includes two version of Klondike, The Wall and Up/Down. Version 1.0, binary only, freeware. Requires Release 2.04 and needs a 640x256 PAL HighRes screen.
Author: Frans Zuydwijk

FlipPrefs
With this program, you can create several preferences files, (The "DEVS: system-configuration" type) of different names and switch between them on command. A sample usage would be to customize the startup script to set different preferences depending on the operating system booted into. Could also be useful in different development environments or for machines with multiple users. Version 1.0, binary only, freeware,
Author: Thorsten Stocksmeier

Guide2Doc
Converts AmigaGuide® file to a normal document without any "@{xxx}"'s, but full ANSI-support! CLI-ONLY, optional table-of-contents-generation and page-numbering. Output goes to StandardOut, so you may redirect it, eg. ">prt:", or read the guide in CLI. V1.0, freeWare, includes C-source.
Author: Bernd (Koessi) Koesling

MineA
Modula-2 implementation of an old computer game. You have an N * N square with mines hidden in some fields. Your job is to mark them with a

flag as fast as possible. Version 2.0, an update to version 1.8 on disk number 835. Contains some bug fixes and improvements. Most important: now always uses the default public screen and does not open it's own multitasking and-chipmem-goodbye-screen. Requires AmigaDOS 2.0, Source in M2Amiga Modula-2 and (newest) 68020 version are available from author. Author: Thomas Ansorge

SOUNDEffect
Sound sample editing program. Special features include: temporary buffers, frequency and amplitude modulation (tremolo and vibrato), echo, special reverb effect, chorus effect, mixer, free hand editing, low and high pass filter, compresser, expander, limiter, distortion and all the usual functions (copy, paste, insert, cut, looping, zooming etc.). All effects are available in stereo. This is no update to V1.32!, the program has been completely re-written and has a new user interface. Runs with OS1.3 or above. Version 2.10, binary only, shareware. Author: Sven Bühling

YAMFG
Yet Another Mine Field Game. This is a big classic. Your tank must move through the variable-width and height mine field to a target. Mainly designed to help beginners cope with assembly. Uses reqtools.library © Nico François. Version 1.0, includes heavily commented source.
Author: Frédéric Delacroix

FISH DISK #942

ACalc
A small calculator with floating point, hexadecimal and decimal modes. Has 10 memories, saves the last result in the clipboard, may be used with the mouse or keyboard. With OS 2.x and 3.0, may be installed as a Commodity. Includes both French and English versions. Binary only.
Author: Denis Gounelle

AS65
A comfortable and efficient 2 pass cross assembler for the Whole 6502 processor family. Version 2.3d, contains documentation in both english and german. Binary only.
Author: Thomas Lehmann

LibraryGuide
An AmigaGuide file that lists about 170 different "libraries" often found in the LIBS: directory and a simple one or two line description of their purpose along with version info and where to get them, etc. May help you determine whether or not you actually "need" some of these space-consuming things. Version 1.0. Author: Dan Elgaard

WBMenu
A simple CLI-only tool that allows you to add new menu-entries to the "Tools" menu of the Workbench. Useful for scripts and batch files, simple to use. Requires OS2.04+. Version 3.4, Includes source in assembler for both English and german versions. Shareware.
Author: Thorsten Stocksmeier

FISH DISK #943

Clock
A simple Clock program but with the handy feature that you can "snapshot" the clock to stay with any screen or it can be free to pop to the frontmost screen automatically. Up to 4 alarm times can be set, which can simply put up a requester or cause some program to run in background. Hourly chimes can also be made to run a program (I.E. a sound sample player). Uses locale.library with OS2.1+. Version 2.20, an update to version 2.00 on disk number 869. Binary only.
Author: Bernd Grunwald

IRMaster
A package for the substitution of remote controls by the Amiga. You can learn and send nearly any infra red command. That means you can control e.g. your tv set from the workbench. With an editor you can create remote controls and with a runner you can use them on your wb. Version 1.0, binary only. Author: Jürgen Frank & Michael Watzl

JIStoJi
A program to read and print Japanese electronic text. JIStoJi automatically identifies electronic texts written in Old-JIS, New-JIS, Shift-JIS, or EUC-JIS (as well as, of course, ASCII) and displays them on screen, or prints them to dot-matix printers. Version 1.5, binary only. Author: Gerald B. Mathias

MCMaster
Another music cassette cover printing utility which should work together with any printer that supports pica and fine. Other features are a search function and a list function which allow you to put, for example, all the song names in a list gadget to scroll around. Requires Kickstart >2.04! Version 1.2, an update to version 1.1 on disk 685. Binary only. Author: Michael Watzl

Mkfont
Converts standard Amiga fonts into softfonts for the Hewlett Packard II (compatible) laser printers. It is entirely written in assembly and is quite fast. It can double the softfonts in size and smooth's them automatically. Version 1.0, binary only, freeware, Runs from CLI only. Author: Tonio Voerman

WBflash
A small program that nicely flashes (or color-cycles) the active window or Workbench background. With some simple gadget clicks you can generate and save your own custom flash-patterns. Written in assembler. Includes both English and Swedish versions. Requires OS2.0+. Version 1.12, binary only.
Author: Thomas Pettersson

FISH DISK #945

AngusTitler
A program to create videotitles for (e.g.) your holiday films. It is possible to scroll 350 lines up the screen. Of course, the colors, fonts, fontstyles, border etc. can be changed. It is also possible to load a background picture. This is only a demo-version that is limited to 10 lines, all other options are enabled, even saving and loading. The full version can be obtained from the author for $35 US or 45 DM. Version 4.0, binary only.
Author: Andreas GunŽer.

AReggress
A program for stistical evaluation of measurements. You can use it to estimate different kinds of regression, and to print graphs of the regressions. Version 2.0, binary only, freeware.
Author: Sven Bühling

BlockEd
Disk block editor, simple but very easy to use. Compatible with 1.3 and up. Version 1.4, initial release. Contains most source (in C) for light reading.
Author: Andrew Kemmis

Lhf
A dir-utility and archiver with CLI and intuition interface. Enables you to copy, move, delete or rename archive files as if they were ordinary files. Extraction and compression is automatically performed as needed. With the configuration program 'LhfEd' you can customize it to perform external commands. Version 1.03, binary only, freeware. Author: Stefan Pampin

Parcheese
Like the classic board game. The aim

of the game is to get all of your markers safely around the board to your home base. Three levels of play, players selectable between human/computer. Includes documentation in english and spanish. Version 1.7g, binary only.
Author: Xavier Egusquiza

PhoneDir
Personal Phonedirectory (PPD) was designed to remember addresses and phone numbers for you, and also dial the numbers automaticly. PPD was designed especially with multitasking in mind. When you are doing something else, its window can be minimized, and when you need to, you can call someone just by a click on the mouse. PPD uses almost no system power when not used. Version 1.0, binary only. Author: Hallvard Korsgaard

FISH DISK #945

EmacsStarter
A good Emacs starter. With it you can load files into a running Emacs. Has an option to use a public screen (requires "ScreenManager"), full WB support, double-click icons into a running Emacs, new icon creating scheme, use different icons depending on what type of file you are editing, sticky flag, the script doesn't terminate until the requested buffers are terminated. Release 1, includes ARexx and C source. Author: Anders Lindgren, Bo Liljegren

IFFConvert
A program to convert the different compression methods of IFF ILBM files. It supports normal compression, a new compression that compresses column by column instead of row by row, and uncompressed files. Version 1.12, an update to version 1.11 on disk number 699, includes source.
Author: Matthias Meixner

MineRunner
A freeware game like Lode Runner, but with more features. Supports the 4 player adapter for the parallel port, uses soft stereo where possible, doesn't stop multitasking and saves highscores to disk. Version 1.0, binary only.
Author: Matthias Bock

Orm
An improved version of PD "Snake" game on disk number 810 by Michael Warner. You control an "orm" (Danish for worm or snake), living in a small window on the default public screen, which grows by eating "frogs" and avoiding obstacles. This version tries to be smart about its window borders and the screen mode (Interlace, Superhires, etc.). Supports locale library if present. English, German, Italian, and Swedish catalogs are supplied. Default language is Danish. Includes the catalog description file and full DICE and SAS/C (Lattice) compatible source. Version 1.4, Public Domain. Requires AmigaDOS 2.04 or higher.
Author: Torsten Poulin

PrtSc
Have you ever noticed that there is a PrtSc-key on the numeric keypad? This program makes it work! By pressing the PrtSc key on your keypad, you get a screen dump to your printer. Version 1.52, an update to version 1.08 on disk number 897. Freeware, includes source. Author: Jan Hagqvist

Reminder
A utility to remind you about events. It consists of an event editor and a small program that is put in your WBStartup (or run from S:user-startup). Every time you boot your machine, this program checks the event database and puts up a requester (and optionally calls an ARexx script) if there are events that you need to be reminded about. Version 1.20,

freeware, C source included for DICE and SAS6.x. Author: Matti Rintala

FISH DISK #946

AmiQWK
QWKMail format offline message system. Allows reading of QWKMail format offline message packets popular with many bulletin board systems (BBSes). Replies can be edited using any text editor and packed for transfer at a later time. AmiQWK has been tested with many QWKMail systems for IBM and Amiga based BBSes. Requires Workbench 2.04 or higher. Release 2 version 2.2, an update to Release 2 version 1.0 on disk number 907. Binary only, shareware.
Author: Jim Dawson

DMon
DMon is a multi-purpouse utility written for the author's personal use during program development. It is a Monitor, Dissassembler, Debugger and development system. You may find similarities to Amiga Monitor by Timo Rossi, but DMon is different, it can dissassemble and debug 68xxx software in User and Supervisor Mode. If you do not know what that means, then do not use DMon! Version 1.86, binary only. Author: Andreas Smigielski

fd2pragma
A small utility to create prototypes for the Aztec C compiler or the Aztec Assembler from FD files as they are distributed from Commodore with the Include files. Includes C-source.
Author: Jochen Wiedmann

PriMan
A configurable, Style Guide compliant task priority manager. Along the same lines as TaskX, PriMan is font-sensitive, resizeable, uses a slider gadget to change the priority of any task, and has buttons for sending a Ctrl-C signal to a task, or removing it from memory. Version 1.1, an update to version 1.0 on disk number 928. FreeWare, includes C source.
Author: Barry McConnell

TrashIcon
A WorkBench 2.x application icon to delete files. Puts an icon at a user defined position on the WorkBench screen, then deletes all files that are dragged onto it. Version 2.3, an update to version 1.4 on disk number 871. Binary only. Author: Mark McPherson

Yass
Yet Another Screen Selector, a commodity with several nice features such as: Completely controllable via keyboard (of course you can use your mouse, if you really want to); Shows Screens and Windows (option); Shows PublicScreenname or ScreenTitle (option); Ability to change the default Public screen; Opens window even on non-public screens (option).
Font-sensitive; Resizeable window. Version 1.1, binary only.
Author: Albert Schweizer

FISH DISK #947

Mand2000D
Demo version of a revolutionary fractal program that makes it far easier to explore the Mandelbrot set. Mand2000 is compatible with all Amigas. It has separate calc routines that have been optimized for the 68000, 68020, 68030, 68040 and 68881 processors respectively. It automatically detects these to ensure maximum performance. Mand2000 also makes full use of AGA graphics when available. A number of enhancements since the original demo version. Version 1.102, binary only. Requires OS 2.04.
Author: Cygnus Software

NewTool
A program that will quickly replace the

default tool in project icons. You can specify the tool to use, use a file requester to pick the tool, or allow NewTool to automatically choose the proper tool depending on the file type. Version 37.195. WB 2.0+ required. Binary. Author: Michael J Barsoom.

ScreenSelect
A commodity to change screen order by selecting a screen name from a listview. Also allows binding of hotkeys to any screen with a proper name. Supports automatic activation of windows (remembers last activations) when changing to new screen, is configurable with Preferences program, has a full intuition interface and is font sensitive (including proportional fonts). Documentation in AmigaGuide, ASCII and DVI formats. Requires AmigaOS 2.04 or later. Version 2.1, an update to version 2.0 on disk number 915. Binary only, freeware.
Author: Markus Aalto

SMaus
A highly configurable "SUN-mouse" utility, implemented as a commodity with a graphical user interface. It activates the window under the mouse pointer if you move or after you have moved the mouse or if you press a key. You can specify titles of windows which shall not be deactivated using wildcards. Requires at least AmigaOS 2.04, uses locale.library if available. Includes english and german docs, german and swedish catalog file (english language built in). Version 1.24, an update to V1.17 on disk 868. Shareware, binary only.
Author: Stefan Sticht

SteamyWindows
A small yet very useful commodity that increases the priority of the owner task of the active window, and restores the task's priority when the window becomes inactive unless someone else modified the task's priority meanwhile. This is version 1.0, includes source in Oberon-2. Author: Franz Schwarz

FISH DISK #948

ADis
A 68000+ disassembler which can automatically recognize data and strings put into the code segment. It also generates only those labels that are really referenced. The generated file will often be reassemblable. In V1.1, ADis is capable of recognizing all 68020 and 68881 instructions even with the 68020's extended addressing modes. ADis will also try to resolve addressing relative to a4, which many C compilers use in a small memory model. Version 1.1, binary only.
Author: Martin Apel

Snoopy
Enables you to monitor library function calls - of any library you wish. The idea of course came from SnoopDos by Eddy Carroll, but Snoopy is different in approach and purpose. Snoopy has no specific patches for specific functions - it is an all-purpose tool to monitor *ANY* library call in *ANY* system library. Version 1.4, includes assembly source.
Author: Gerson Kurz, FH Muenchen

VirusZII
Release II of this popular virus detector that recognizes many boot and file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. Release II versions of VirusZ require OS2.0+. This is Release II Version 1.00, an upgrade to Release I version 3.07 on disk number 902. Binary only, shareware.
Author: Georg Hörmann

FISH DISK #949

BBBBS
Baud Bandit Bulletin Board System. Written entirely in ARexx using the commercial terminal program "BaudBandit". Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email with binary mail and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc, plus much more. Now includes a complete offline reader/answer called bbsQUICK.rexx, and Call Back Verification for local callers. Version 6.5, an update to version 5.9 on disk 883. Includes complete ARexx source.
Author: Richard Lee Stockton

TitleClock
A little commodity (about 3k) that throws up a clock in the top right corner of a screen's titlebar. It may be set up to display itself on one or more screens without running multiple copies of the program. It may also be set to follow your default public screen and also to always display on the frontmost screen. Version 2.7, binary only. Author: Anders Hammarquist

FISH DISK #950

BBDoors
A collection of rexxDoors adjusted to work with BBBBS 6.5. With complete ARexx source. Author: Richard Lee Stockton and various others.

bbsQUICK
An offline read/reply/upload/download module for BBBBS. Complete GUI with support for multiple BBBBS systems. Version 6.4 and update to version 5.9 on disk number 883.
Includes complete ARexx source.
Author: Richard Lee Stockton

BusyPointers
A collection of busy pointers for use with 'NickPrefs'. (NickPrefs can be found on disk number 780).
Author: Dan Elgaard

ClockTool
A simple CLI utility do perform operations on the battery-backed-up and/or system clock, e.g. display either/both, set one from the other, increment, and log. Most of these features, particularly those accessing the battery-backed-up clock, are not available using current AmigaDos commands. Version 1.0, includes source. Author: Gary Duncan

Enforcer
A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-Kick-start-Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. Version 37.55, an update to version 37.52 on disk number 912. Requires V37 of the OS or better and an MMU. Binary only. Author: Michael Sinz

PayAdvice
Easy-to-use pay analysis program which is easily configured to deal with the way deductions are made from your salary. Useful for investigating just how large a slice of your hard earned cash ends up in the hands of the tax man, or to make sure that your

employer isn't deducting more from your wages than he should. Version 3.00, binary only, shareware.
Authors: Richard Smedley, Andy Eskelson, Robert Hart

Sushi
A tool to intercept the raw serial output of Enforcer 2.8b, Enforcer.megastack 26.f, Mungwall, and all other tool and application debugging output that uses kprintf. This makes it possible to use serial debugging on a single Amiga, without interfering with attached serial hardware such as modems and serial printers. Sushi also provides optional signalling and buffer access to an external display/watcher program. Version 37.10, an update to version 37.7 on disk number 733. Binary only.
Author: Carolyn Scheppner

FISH DISK #951

IconMiser
Intercepts attempts by programs to create icons and substitutes images or icons you prefer in their place. Easy to configure, works with 1.2 or above. Supports icon drag-n-drop with 2.0 or above. Version 2.0, binary only.
Author: Todd M. Lewis

MaxonMAGIC
Demoversion of the commercial program MaxonMAGIC, an animated screenblanker and crazy sound progrm. The complete version includes 15 different blankers and two disks full of samples. The demo is almost completely operational. Settings can't be saved and it will also remind the user that it is a demo every now and then.
Author: Klaus-Dieter Sommer, distributed by MAXON Computer

FISH DISK #952

MachV
Release 5.0, version 37.5 of the hotkey/macro/multipurpose utility. You can record keystrokes and mouse events, manipulate screens and windows, popup a shell, view the clipboard, blank the screen and much more. This release has a complete ARexx interface, so you can execute ARexx programs and functions from hotkeys and store results in environment variables. The optional title bar clock is an AppWindow. You can drop an icon in the clock and its name is set in a variable for use in macros. The documentation has been rewritten and includes two indices. This is the freely distributable release of 5.0. It is the same as the registered version except this version has a "welcome" window and has a limit of 25 macros. It has been localized for deutsch and francais. Requires OS2.04+. This is an update to MachIV on disk number 624. Binary only, shareware. Author: Brian Moats, PolyGlot Software

UUArc
UUArc is an archiving system designed to enable easy transmission of binary files/archives over communcation links only capable of using ASCII, such as Electronic Mail. It encodes binary files into files containing only printable standard ASCII characters. Written primarily for use with GuiArc to add UUEncoding/UUDecoding facilities to it, it takes similar command line options to other commonly used archiving programs. This is version 1.3, an update to version 1.1 on disk 912. Public domain, includes source.
Author: Julie Brandon

FISH DISK #953

AmigaToNTSC
AmigaToNTSC patches graphics.library so it will think you have an NTSC Amiga. AmigaToPAL will patch it to think you have a PAL Amiga. Custom screens will open in the mode selected. Version 1.2, an up-

date to version 1.0 on disk no. 575. Binary only. Author: Nico Francois

AppCon
Declares the actual CON:-window as an AppWindow and lets you drop your icons in this window. Then, the name and path of the icon are inserted into the current command line exactly as if you typed them with your keyboard, but slightly faster! Version 37.177, includes source.
Author: Stephan Fuhrmann

ByteFilter
Lets you to filter out specified bytes from any file, so you are able to extract the texts from a binary file, for example. This is version 1.20 and it uses jhextras.library, which is included in the libs drawer. Freeware, includes source. Author: Jan Hagqvist

EasyCatalog
An IFF-CTLG catalog file editor. From now on, you can just enter the text for the catalog and save it. Existing catalogs can be loaded and changed. Requires Kickstart 2.x or higher. English and Dutch (Nederlands) catalogs supplied.
Version 0.8Z, binary only.
Author: Jeroen Smits

ISAM
A Server/Library. Even novice programmers can store and/or retrieve database records. Powerful, multi-"user", almost unlimited number & size of records/files. Different users may access same file, file and record locking (exclusive or shared), multiple keys/file. Keys may: ascend/descend, have unique/repeatable values, be up to 499 bytes. Many record retrieval methods. Recover Index file if lost or corrupt. Deleted record space reclaimed. Small: server is less than 51K; Resident Library less than 9K. Usable from C/Asm./ARexx/etc. AmigaDOS V1.2 and up. Shareware, binary only, examples w/source. Version 1.03, an update to version 1.01 on disk number 766. Author: Scott C. Jacobs, RedShift Software

LHA_DOpusAn ARexx script for Directory Opus 4.11 that lists the contents of lha-archives in a DOpus window. Allows extract, delete and add operations on specific files of the archive. Version 1.0, freeware.
Author: Michiel Pelt

FISH DISK #954

MFT
Multi-Function Tool. A little assembly program (just over 1K) that can perform all of the following DOS commands: RENAME, DELETE, MAKEDIR, WAIT, FILENOTE. Useful for disks where every byte counts and you don't want a bunch of bigger utilities taking up room. Current version does not support pattern matching. Version 1.03, includes source in assembler.
Author: Thorsten Stocksmeier

SCAN8800
A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Version 2.38, an update to version 2.33 on disk number 864. Binary only.
Author: Rainer Redweik

FISH DISK #955

DlxGalaga
A shoot'em up game. Deluxe version of an old classic.
Version 1.0, binary only, shareware.
Author: Edgar M. Vigdal

MuroloUtil
Several CLI or script based utilities. Included are: Button - A little utility that opens a requester with custom

text. Useful for batch and scripts; C64Saver - A utility that reads C64 basic programs, decodes and saves them in a readable file; Calendar - A utility which prints a monthly calendar and some information about the days; CarLost - A utility that causes DTR to drop on the serial port; CDPlayer - A utility to play a musical CD on CDTV or A570; FMBadFmt - Intuition based utility which formats BAD floppies and makes them useable; KickMaker - A utility to create a new KickStart disk with the last version of kickstart on it... For A3000 owners only; SerTest - A utility that opens a window and shows the status of serial port signals Switch - A utility that opens a little centered window, that has custom text and two buttons for choice. Most programs require OS2.04+, some source included. Author: Felice Murolo

PFS
A filesystem for the Amiga. Offers higher performance on all operations and full compatibility with AmigaDos. Requires Kickstart 2.0 or higher. Shareware release 1.0, version 6.11. Binary only. Author: Michiel Pelt

FISH DISK #956

DDBase
A simple database program. Features: Up to 1500 records, up to 20 fields/record; Draw up to 10 Bevel/FlipBoxes, Box, Circles; Import/Export data as ASCII or Superbase; Uses external fields {ASCII/IFF}. Installation utility provided. Version 3.00, requires OS2.x or greater. Binary only, freeware. Author: Peter Hughes

FMsynth
A program to create sounds with FM synthesis. It has six operators, a real-time LFO and a free editable algorithm. The sound can be played on the Amiga keyboard or on a MIDI keyboard which is connected to the Amiga. The sounds can be saved in IFF-8SVX (one or five octave) or raw format. FMsynth has an AREXX port now. Included are 230 FM sounds. Version 3.3, an update to version 1.1 on disk number 895. Shareware. Author: Christian Stiens

SetDefMon
A small utility to set the system's default monitor during WBStartup or to zap the default monitor on the fly. Possible default monitors include Pal, Ntsc, Euro36, Super72, DblNtsc and DblPal. Version 1.2, includes source in C. Author: Franz Schwarz

FISH DISK #957

PARex
PARex is a program which allows you to process files, mostly textfiles, whereby strings can be replaced by another, text between two strings can be stripped, strings put in lower or upper case. PARex supports normal text searching, wildcard searching, context remembering and word-only searching. Using data scripts enables the use of an unlimited number of such replace commands. Each replace command can be individually controlled. All ASCII codes can be used in the search and replace strings, even entire files, dates, times, can be inserted in such strings. Custom formatted hexadecimal output is also supported. Over twenty ready to use program scripts are included to perform simple tasks as: converting files between different computer systems, stripping comments from source files, finding strings in files, converting AmigaGuide files to normal text files,... even automatic version updating of source files. By the way, v3.00 is about two to more than twenty times faster than the previous versions, and is supplied in english, german, french, and dutch. This is version 3.00, an up-

date to version 2.12 on disk number 859. Binary only (but the source is available), shareware.
Author: Chris P. Vandierendonck

VChess
Fully functional shareware chess game completely written in Amiga Oberon. Features: selectable screen type (can run right on the workbench screen); sizeable board; Two-human, Computer-Human and Computer-Computer play modes; Load, save games; Load/save/print movelist; Use/save openings; Time limits; Solve for mate; Selectable fonts; Setup board; Rotate board; Show movelist; Show thinking; ... and more. Requires OS2.0+, and should run even on low memory (512K) machines if the opening library is not used. Version 2.0, binary only, shareware.
Author: Stefan Salewski

FISH DISK #958

Alert
A small command to display texts in a recovery-alert. Works on all machines with Kickstart V33 or higher. Vers1.1, includes source. Author: Ketil Hunn

Fed-CASE
A graphical environment to design flowcharts. The source code generator generates directly compilable C source. The generated code can be compiled on other computer systems. I.E. you can generate source code for a C compiler on a UNIX operating system or a PC operating system. Version 1.0 (demo version), binary only. Author: Christian Joosen, Ron Heijmans

TestMaker
NOT just a test creator for teachers. Ten years in developing, this one makes up tests, review sheets, quizzes, etc., in a variety of formats, and helps the teacher maintain a question database for use in most subjects. Version 3.12, binary only (Compiled HiSoft Basic), shareware.
Author: Bill Lunquist, Bob Black

FISH DISK #959

AmigaDiary
AmigaDiary is a handy workbench tool of the type that currently abound office PC's. It is a mouse driven diary capable of storing all personal events and is the perfect solution to all those forgotten birthdays, missed appointments etc. Version 1.13, binary only. Author: Andrew K. Pearson

HQMM
Hero Quest MapMaker. With HQMM, you can create your own missions for Hero Quest, the board game. You can place all objects that are in the Hero Quest set (doors, traps, furniture, monsters etc.) on the map and you can write your own story to go with it. All this will be printed out in the same style as the original Hero Quest missions. Version 1.11, requires OS2.0+. Binary only, freeware.
Author: Camiel Rouweler

IntuiMake
A tool for developers, created with the intention of building complex projects, with an easy to use graphics user interface. No further knowledge about conventional makes is needed, because Intuimake does not deal with script files or things like that. Requires OS2.0+. Version 1.2, binary only.
Author: Björn E. Trost and Dirk O. Remmelt

FISH DISK #960

Imperial
An oriental game in which you have to remove tiles from a layout (like Shanghai or Taipei). Every game has a solution and there's a layout editor. English NTSC version and French PAL version supplied. Some other

versions available from the author.
Version 2.0, binary only, shareware.
Author: Jean-Marc BOURSOT

Minesweeper
Yet another minesweeper game. This one forgives the player, when he hits a mine, if no useful inferences could be made from the exposed information. The element of luck is sharply reduced.
First version, binary only.
Author: Donald Reble

PowerPlayer
A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked & xpk-packed modules and comes along with its own powerful cruncher that uses the lh.library. Has a simple to use user interface and an ARexx port, has locale-support and a nice installer script for CBM's installer utility. Version 4.0, update to version 3.9 on disk no. 863.
Binary only, shareware.
Author: Stephan Fuhrmann

FISH DISK #961

FIVE-STAR
Demo version of a powerful prediction tool for LOTTO, POOLS, SWEEP, DIGIT (eg 4d) and HORSE (races) systems available worldwide. The program uses an identical framework for all five systems but they are run completely individually so that any number of them can be used simultaneously. All records, updates, predictions, bets and results are stored separately and can be saved to disk or sent to the printer at any time.
This demo version is supplied with a very basic manual and is completely functional except for data input.
Version 1.0, binary only.
Author: Joe Taylor

MPMaster
A useful MIDI program that enables to transmit/receive samples via MIDI between the Amiga and any MIDI device that supports the MIDI Sample Dump Standard format (such as the Yamaha SY85 synthesizer). It has a WorkBench interface, can play samples and all settings of the sample can be modified before transmission. Includes a circuit to build a very small MIDI interface. Distributed in two languages: English and Spanish. Requires WorkBench 2.04 or higher.
Version 1.2, binary only, freeware.
Author: Antonio J. Pomar Rosselló

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EnvTool
A tool for a project icon, born out of a severe need to allow users to use their own tools for reading doc files, viewing pictures, editing files, etc. EnvTool will send the associated file to either the tool specified by an environment variable, or a selected default tool if the environment variable is not set. Version 0.1, includes source in C. Author: Dan Fish

EZAsm
Combines 68000 assembly language with parts of C. Produces highly optimized code. Uses C-like function calls (supports all 3.0 functions), taglists, braces, "else", ".fd" support, and much more. Comes bundled with A68k and Blink, for a complete programming environment.
This is version 1.8, an update to version 1.7 on disk 699. Includes example source and executable files. Binary only. Author: Joe Siebenmann

MuchMore
Another program like "more", "less", "pg", etc. This one uses its own screen or a public screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Supports 4 color text in bold, italic, underlined, or inverse fonts.

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